H5) Tobruk: January, 1941. Australian members of the British 4th Armored attempt to seal the fate of the Italian defenders of Tobruk. (Note: Italian units are prefixed by 'I'.)

H6) Berlin: April, 1945. After crossing the Spree River, elements of the Russian 150th Division, 756th Regiment, 3rd Battalion clear a bridgehead from the vanquished but determined remnants of the German Army.

H7) Wiltz: December, 1944. During the battle of the Bulge acts of heroism abounded. In Wiltz the US 106th Divisioin fights a desparate battle against an overwhelming 2nd SS Panzer Division.

H8) Bastogne: December, 1944. Tanks of Patton's 4th Armored Division along with elements of the 26th and 80th Infantry Regiments clash with the crack 2 SS Panzers in an attempt to relieve the besieged 101st Airborne Division.

H9) Caen, France: July, 1944. Elements of the British 59th and 3rd, and the Canadian 3rd Divisions meet stiff resistance from members of the 1st SS Panzer Group.

H10) Orne River, France. D-Day. Shortly before H-Hour, elements of the British 6th Airborne assault the Orne River bridge which they must secure and hold until reinforcements arrive some 12 hours later.

H11) Sainte-Mere-Eglise, France. H-Hour minus 4. The US 505th Parachute Regiment lands on top of the German 709th Infantry Division. Player fights two battle: to regroup and to take control of the town.

H12) Aachen: October, 1944. Members of the US 26th Infantry Infantry Regiment attempt to capture German HQ as the battle for Aachen reaches its end.

COMPANY COMMANDER

## COMPANY COMMANDER
### version 1.1
### rules revision and addenda


We at Ark Royal Games feel that Company Commander represents a major step in computer wargaming. Not only is CC the first of its kind, a true tactical level wargame on any computer system, it's unique design allows for expansion modules unlimited in scope. Eventually we hope to provide a game system that will incorporate into one game, at the player's option, every facit of tactical infantry combat in WWII. To meet this goal, we will be revising CC from time to time. We do so in order to keep the game system up to date. However, our revisions will not preclude the play of any previously published scenario or map system.


## RULE REVISIONS/CLARIFICATIONS

Speed poke refers to location 65495 and 65494, which control the system sync. A high speed poke will speed the operation of the computer through in some systems can cause problems in I/O operations. By selecting the high speed poke, player forces German movement to speed up. If high speed is selected, never break into the program during German movement.


Player's units have limited fire capabilities during ADVANCE MOVEMENT. Coordinate fire, artillery, air and mortar fire may been called. Direct fire may not. Combined arms fire may be called but only the leader will be firing. Coordinate fire occurs at half strength.

Enemy units are limited in the number of times they may fire per turn, (fire factors). Governed by play level, an enemy unit may fire as many as 7 times or as few as 1 time per turn.

CAMPAIGN data is not a separate program but simply a file of Promotion Points saved to a blank tape from a previously played level 5 game. ENTER <C> during End-of-Game Display to save Promotion Points into Campaign nts. Also, player's 'unit' will increase in strength at certain times during ine course of his promotion.

A leader may impart his leadership modifier to any unit(s), including leaders with no modifier and armored units, one location, including diagonally, from the leader by entering <H> after calling the leader. This modifier remains with the unit until the next turn. The leader does not lose his modifier though he may not move that turn. Modifiers (even 0) now appear on the unit display as the last item.

Leaders and Engineers may attach Anti-tank mines to armored vehicles. The target must be one location away. Enter <T> then select target. Mines usually do the trick if you're lucky enough to survive the encounter. They do nothing to non armored targets, except end your unit's movement that turn. A/M's may also be attached during advance movement.

The Objective Reference Point displays the 'corner' of the objective OR the objective itself, depending upon the scenario. If the Victory Conditions called for NW then units must be above and to the left and above the ORP.

## ARK ROYAL GAMES

# Company Commander Version 1.1

## Loading Cassette

Leave PLAY button on until after scenario loads. (Step e.)
a) Insert COMPANY COMNDR tape (yellow label) into machine. Type CLOAD then <ENTER>. b) RUN. Follow instructions for CLOADing COMMAND. c) RUN. d) INPUT name of map (HOUSE). e) Select play level (1 easiest). f) Remove C/C tape and insert Scenario tape (magenta label) into machine. f) Select scenario number (H1 for now) g) Select Campaign? (N for now). h) Select hi speed poke? If unfamiliar with this, select N.

## DISK

RUN "COMPANY". Follow prompts above.

## Important notes

C/C Version 1.1 is an upgrade of C/C and includes a number of changes from the original version. These changes and additions are identified by '***' in the rules.
Version 1.1 will work with any scenario or map data previously published.
No matter which version is owned, the cassette game will not work with a disk plugged in.
To PLAY again, or to play another scenario, just RUN and follow indicated steps above. Do not RUN COMPANY except from a cold start.
Refer to the scenario sheet for details of Scenarios.

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After program, map data and scenario load, player will note certain features. Reverse (called black) characters A-G represent player's units in the 'ready' condition. The black # and + are known enemy armor and non-armor units respectively. After activity is concluded, player's characters turn green. Other characters representative of terrain are: up arrows (woods), yellow (roads), green (clear), and blue and black (buildings). All edges are off limits to movement and combat.

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There are two kinds of commands: Unit and Non Unit. Non unit commands are keys 1-5 and will be discussed first.
Enter <1> to see what the conditions of victory, strength points (SP's) remaining and lost; the number of campaign and promotion points your character ('G' in scenario H1) has acquired. Note that you have 1 CP already. This is because you are still alive.

Player receive CP's as follows: 1 for each enemy SP you destroy, 5 for being at the victory objective at the end of the game, and 1 for surviving a scenario. Thus a player who destroys 8 infantry SP's, a tank with an SP of 7, takes the objective and lives through the game will receive 8 + 7 + 5 + 1 = 21 campaign points.

Campaign points are accrued during play. When saved at the end of Level 5 game, Campaign Points become Promotion Points and may be called by entering 'Y' during Campaign loading above. Thus CAMPAIGN is not a program but rather a file of Promotion Points.

Promotion occurs at the following rate: Sergeant 30, Lieutenant 59, Captain 90, Major 120, and Company Commander 160 points. Player's 'unit' will also increase in strength and Leadership Modifier (L/M) at certain stages during promotion.

ENTER <spacebar> to return.

ENTER <2> to view the UNIT DISPLAY listing. Abbreviations should be readily understood: ENG is Engineer, DSHERM75A is 75mm Sherman tank, (see Direct Fire), DT50A is a 50mm tank, MOR is Mortar, MMG is machine gun and so on. IS is Instrinsic Strength and WP is weapon strength. A WP of '0' means the unit is not carrying an additional weapon. A WP of -1 means the weapon has malfunction and must be repaired. (See Repair) Malfunctioned weapons will seem to fire but actually they are firing at a -1 SP, so be careful.
*** The number following the listing is the leadership modifier which may be applied to other units. (See Unit Command 'H' below.) Note the number of grenades, satchels, air and artillery factors available and that the Corporal has a radio.

Don't do 3 or 4 now, but ENTERing <3> allows players' units an advance move at the end of the turn. ***Player may also call limited fire at half strength. (Art, Air, Mortar, Grenades and Satchels may be called at full strength.) Direct fire weapons may not be fired during the Advance Move and Combined Arms Fire will only allow the leader to fire.

ENTER <4> to end the turn by forcing Enemy OPERATIONS.

One of two things may have happened already. Enemy Ops above and Enemy Movement may have taken place. Depending on Scenario, the Germans may do a lot of moving between your moves. Depending on Play Level, Enemy Ops may take place before a turn ends. Most of the time Enemy Ops will not force a turn change unless <4> is ENTERed.

Once in a while you may ENTER <4> only to get ENEMY MOVEMENT. This is done to prevent player from advancing the turn without taking any action.

ENTER <5> to see the objective reference point mentioned in the victory conditions.

## UNIT COMMANDS

Enter the letter of the unit you wish to give an order then enter one of the following:

<M> to move the unit. Units may move N, E, W, S, with the arrow keys or NW, NE, SW, SE by entering the appropriate pair of letters. Movement is ended when Movement Points run out or by entering <E>.***Moving next to an enemy does not end movement unless one of the other movement-ending conditions are met.

Movement usually precludes a unit from preforming any other action until Advance Movement.
Terrain costs on movement: Roads 1, Clear, Woods and Buildings RANDOM 2, 2, and 3 respectively.

<F> to fire at an enemy unit using coordinate fire. Enter the X and Y coordinates of the ememy unit, which must be in the firing unit's Line of Sight (LOS) or it will not be hit. (Artillery, Air and Mortar fire may ignore the LOS prerequisite.)

When firing mortars, player has the choice of firing the mortar or the intrinsic strength of the mortar crew in the same manner in which you would fire, say, a rifle unit.

LOS is left to the computer's judgement.

<L> to see which units (if any) are in a unit's LOS.

<P> *** Pinning Fire. Works against NON ARMORED units only. Enemy units are allocated a certain number of Fire Factors (number of times it can fire – from 1 to 7) a turn. By using pinning fire, enemy unit will lose from 0 to 3 FF's that turn. Enemy unit will never sustain casulaties during pinning fire.

<G> to throw a grenade or <S> a satchel. Not coordinate fire. Eligible enemy targets are identified by letter. Select target no farther than 1 location away or else you will waste a grenade or satchel.

Engineer units have satchel charges in addition to those listed in the Unit Display, as many as their Weapon Strength indicates. Each satchel thrown by an engineer costs one weapon strength point.

Engineers also may throw smoke one location by entering <O>. (Not zero.) Use movement arrows or letter groups to throw. ***The cost of throwing smoke is 2 movement points. Thus an engineer unit may throw 2 cannisters a turn.

<D> fires a direct fire weapon, i.e., any player unit with a 'D' as its prefix. Ex: DBAZ (bazooka), D75A (75mm anti tank gun), D105H (105mm howitzer), etc. Targets are selected as with grenades and satchels above. Note A direct fire weapon does not have to be fired direct. It may also be fired in coordinate fire. This difference is that firing 'direct' involves distance and missing and coordinate fire does not. The advantage with direct fire is that once the target is hit it has a better chance of being destroyed with one shot as opposed to destroying a target through attrition.

<R> repairs a malfunctioned weapon. You will be told only if the attempt fails. All repaired weapons have a strength of 5.

## LEADER COMMANDS

<C> to call Combined arms fire -- perhaps the single strongest option the player has available. Leader must be next to (horizontally or vertically but not diagonally) unit(s) he wishes to use in the attack. Computer displays units eligible; player enters Y(es) or N(o) for each unit. Coordinate fire takes place with all intrinsic and weapon strengths applied. Units involved lose movement that turn. Target need only be in leader's LOS.

<H> to apply leadership modifier to any unit next to a leader, including armor, artillery or other leader units. Leader loses movement that turn.

Leaders with radios may call artillery or air strike by entering <A> or <I> respectively. Key in coordinates and select HE or smoke rounds. Leaders need not be in target LOS to call artillery or air.

Note that mortar units may also fire smoke.

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## GERMAN FIRE.

German units may fire during player's movement or during German Operations. The abbreviation of the German unit will appear in the top information line at the bottom of the screen. Black lettering refers to 'SS' units and all panzer units.

Just as terrain affects movement, it also affects fire. This is COVER. Cover Effects, rated from least to highest: open terrain and roads, woods, all other, buildings and smoke. To receive the smoke modifier, player's unit must be IN a smoke location which appears light gray or light blue depending on your monitor. Smoke dissapates automatically.

Units using enclosures for cover (buildings) will suffer the negative affect of cover when attacked by a grenade or satchel.

## NOTES

Occasions will arise when German units will not fire even when you think they should. This is due to either smoke or play level or good fortune.

After, an enemy unit is eliminated the target flag will appear on screen until a screen change.

Except for artillery, air and mortar fire, distance affects fire, though only with Direct fire weapons may it cause a 'miss'.

Direct Fire weapon suffixes 'A' and 'H' pertain to armor-piercing and high explosive rounds respectively. 'A' direct fire weapons suffer a reduction in effectiveness when firing at non-armored targets. 'H' direct fire weapons suffer a similar reduction when firing at armored targets.

## SCENARIOS

H1) Aachen: October, 1944. Elements of the German 1st SS counterattack forward units of the American 26th Infantry Regiment in a desparate effort to breech the Bardenberg -

Euchen line. In Aachen the fighting is intense.

H2) Arnhem: September, 1944. Members of the British 1st Airborne Division fight desparately to link up with comrades near the Hartenstein Hotel.

H3) Avaranches, France: August, 1944. Elements of the German XLVII - the 2nd SS Panzer Div., 2nd Infantry and 116th Infantry Regiments penetrate into American positions between the VII and XIX Corps in a counterattack aimed at splitting Patton's dynamic breakout from Normany in half.

H4) Stalingrad: September, 1942. Reserve battalions of the 35 Russian Guards Div. are thrown against the German 29th Motorized Infantry Div. spearhead at the famed grain elevator. (Consider German artillery to be Stuka attacks.)

## Company Commander
### version 2.0

In order to keep Company Commander the best tactical computer wargame on the market, we at Ark Royal Games have upgraded C/C and C/C 1.1 to an even better program. C/C version 2.0 contains a host of new items and revisions and should offer you hours of enjoyment.

All Company Commander versions consist of three main programs. Company, a loader program, establishes memory requirements and disk/cassette I/O structure. On disk it also loads the second program, Commander, the actual game program. Finally comes the game module auxilliary program (called MAP), which consists of binary data that displays map and works much of the program. On previous cassette versions, MAP was located on the C/C (yellow) cassette. It is now located on the scenario (magenta) tape in front of the scenarios. Thus, loading instructions for all scenarios after the original (H1-H12) follow slightly different instructions. See Scenario sheet for exact instructions.
All rules in version 1.1 rulebook and addenda still apply except where modified below.

ENEMY - Delete all references to 'German' in the rules and replace with the word 'Enemy'.

VICTORY CONDITIONS <ENTER 1> - The turn number has been added along with a more specific objective. This is noted 'see rectangle' under VC but may be observed on the tactical map by ENTERing <5>. Victory objective is confined to the checkered area.

DIRECT FIRE WEAPONS - Except for bazookas, Direct Fire weapons now may ONLY fire direct. Bazookas may be fired Direct or Coordinate. Direct fire weapons may still be use their INTRINSIC in Combined Arms Fire.

MINES/BOOBY TRAPS - These are found in certain scenarios.. Non-armor contact with mines is usually disastrous. Armor contact may result in the armored unit becoming immobilized. Immobilized armored units have a permanent movment of (1). They otherwise function normally. Mines detonate a limited number of times in a given area. From there on, the area is clear from mines. Booby traps are 'indoor' mines and behave exactly as mines.

LEADER BENEFIT - When using leadership <H> benefit, the receiving unit(s), in addition to receiving a leadership modifier, also receives a movement bonus of 2 as long as it has not moved at all that turn.

ARMOR - Player's tanks now are prefixed by "DT", i.e., DTSHRM75A, or Direct Fire Tank SHeRMan 75mm Armor piercing. Enemy tanks AND direct fire weapons are prefixed by a black "p".

FLAMETHROWERS - Some scenarios have flamethrower (FLMTHR) units. Enter <W> and select lettered target to fire. Flamethrower range is 2.

WPMAL - Damaged weapons no longer have a strength of (-1) but a negative strength whose absolute value is equal to their normal strength. DO NOT FIRE DAMAGED weapons. When repaired, such weapons return to normal

strength and not an arbitrary value of 5 as before.

ARTILLERY STRENGTH - Player Artillery strength increases with turn. For instance, an artillery barrage in turn five has a greater chance of having a greater strength than one fired in turn one.

SPOTTERS - Unless seen by the leader or mortar unit, artillery and mortar targets require spotters. A spotter may be any unit with a LOS to the target location and at LEAST two locations away. When applicable, computer will request spotter to be identified before firing commences. Spotters do not forfeit turn when called. Airstrikes do not require spotters.

ENEMY OPERATIONS (OPS) - Resets enemy fire factors to a number from 1 to 7. Enemy OPS will no longer advance turn, even occasionally.

SITUATION MAP - To see a situation map, enter <6> as a NON UNIT command. Map will show SECOND letter of the unit's type, i.e., I-rifle, T-tank, B-bazooka, O-mortar, M-machine gun, 1-105mm. Press <spacebar> to return to play.

ARRIVALS - Depending on the scenario, some units will not begin play on the map. These will arrive later. Until a unit has arrived it will not be displayed under Unit Display or Situation Map.

### Unit Command Recap

<A>  Calls artillery fire (leaders with radios only)
<C>  Combined arms fire(leaders only)
<D>  Targets Direct Fire weapons including tanks
<E>  Ends movement (during movement only)
<F>  Targets Coordinate fire
<G>  Grenade
<H>  Gives leadership modifier benefit and +2 movement bonus that turn only
<I>  Calls air strike (leaders with radios only)
<L>  LOS check
<M>  Move
<O>  Smoke Cannister (Engineers only)
<P>  Pinning fire (non armored targets only)
<R>  Repair
<S>  Satchel
<T>  Anti Tank Mines (Leaders and Engineers only)
<W>  Flamethrowers

### Non Unit Command Recap

<1>  Victory Conditions
<2>  Unit display listing
<3>  End of turn ADVANCE.
<4>  Enemy Operations and turn advance.
<5>  Victory Objective
<6>  Situation Map